Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Speak English!

USER'S GUIDE

ESL-580

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Welcome to the world of BOOKMAN®! BOOKMAN is a powerful, portable electronic reference with a built-in book and two slots in the back for more books. With *Speak English!*, you can improve your pronunciation of English by listening to correct prerecorded pronunciations of about 2,000 words and phrases, recording your own pronunciations and then comparing both. *Speak English!* also provides lessons, exercises, and games that can help you improve your pronunciation skills. To learn how, read this User's Guide.

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Key Guide

Color Keys

HEAR **(red)** Plays the prerecorded word(s).

SELF **(green)** Plays your recorded word(s).

BOTH **(yellow)** Plays your recorded word(s) first and then plays the prerecorded word(s).

SHOW **(blue)** Shows how to pronounce a word.

Other Keys

BACK Erases a letter or backs up.

CAP Shifts the keys to type capitals.

CARD Exits the book you are reading.

CLEAR Clears the screen and goes to the Outline menu.

ENTER Enters a word, selects a menu item, or starts an exercise.

HELP Displays help messages.

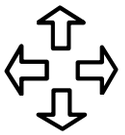
MENU Displays the main menus.

ON/OFF Turns BOOKMAN on or off.

?* Displays the Outline location or the full title (from the menu).

SPACE Starts and stops a recording.

Direction Keys



Scrolls through text or menus, or moves the cursor or highlight.

DN UP Pages down or up.

Key Combinations*

CAP + ⇩ or ⇧ Goes to the next or previous paragraph or section.

☆ + BACK Goes to the top level of a menu.

☆ + S Lets you enter a word to hear its spelling.

☆ + Q-P Types numbers.

☆ + DN or UP Goes to the next or previous exercise or lesson.

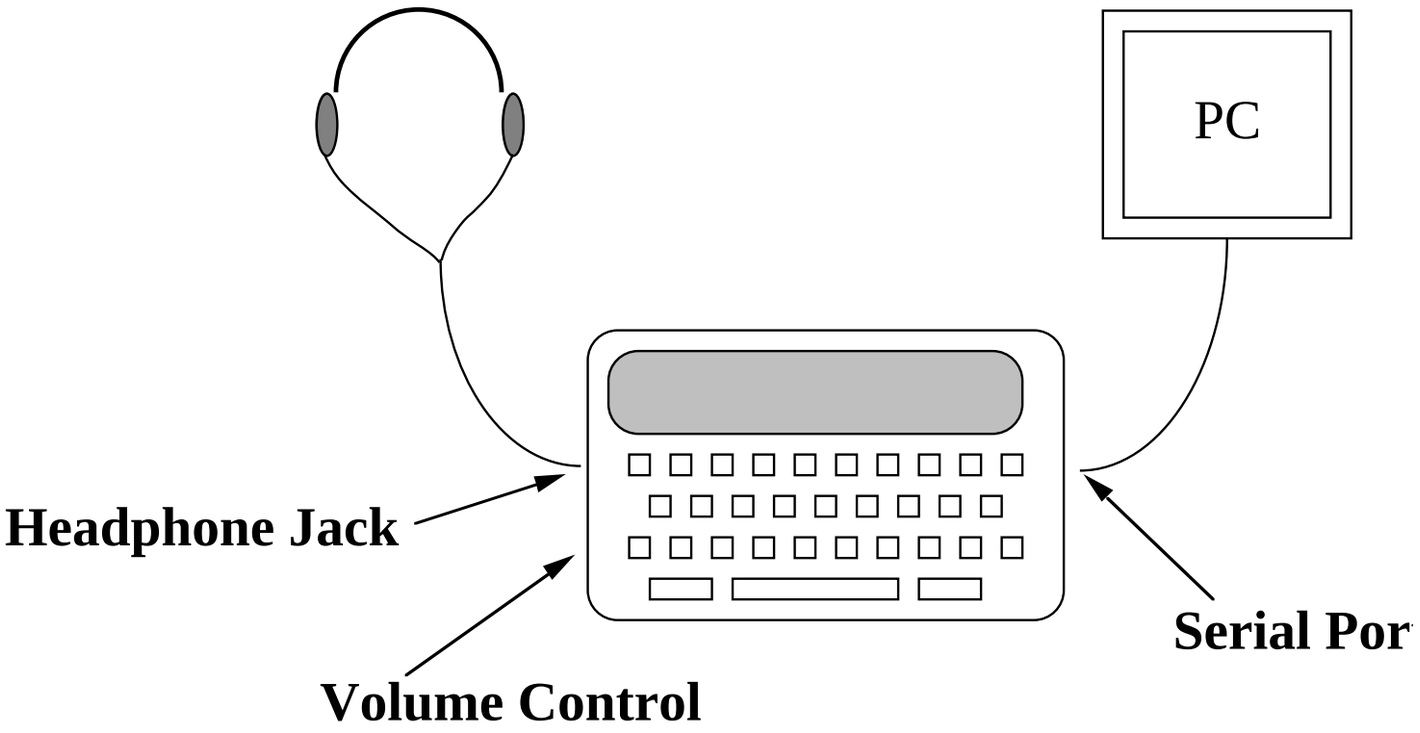
* Hold the first key while pressing the other key.

➤ Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other BOOKMAN books have their own color key functions, which are labeled on their keyboards or book cards. To learn more, read "Using the Color Keys."

About the Special Features



Your BOOKMAN 580 model is equipped with several special features that many, but not all, BOOKMAN books use. To learn if you can use the special features with a particular book, read its User's Guide.

Serial Port: The serial port allows your BOOKMAN, when connected by Franklin's 3.5 mm serial cable, to transfer information to and from a personal computer.

Warning: Using a serial cable other than the one obtained from Franklin may damage your BOOKMAN and/or PC. Franklin's serial cable is specifically designed for the transfer of data between your BOOKMAN and a PC.

Note: *Speak English!* does not use the serial port.

Volume Control: The dial located under the headphone jack controls the volume of the headphones.

Headphone Jack: Your BOOKMAN also has a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headphones.

Installing the Batteries

Your BOOKMAN model ESL-580 requires two AAA batteries. Here is how to install or replace them.

1. **Turn your BOOKMAN over.**
2. **Remove the battery cover by pinching its tab and then lifting up.**

   The battery cover is located near the etched product information.
3. **Install the batteries as shown in the diagram inside the case.**
4. **Replace the battery cover.**

Warning: When the batteries lose all power or are removed from your BOOKMAN, information that you entered in its built-in book and in any installed book cards will be erased.

➤ If the Batteries Are Low

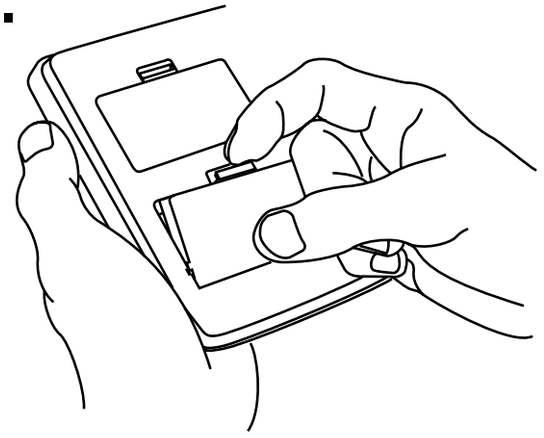
When the batteries are low on power, the screen display starts to dim and the voice becomes slurred.

If this happens, replace the old batteries with new ones.

Installing Book Cards

Warning: Never install or remove a book card when your BOOKMAN is on. If you do, information that you've entered in the built-in book, and in any installed book card, will be erased.

1. **Turn your BOOKMAN off.**
2. **Turn your BOOKMAN over.**
3. **Align the tabs of the book card with the notches in the slot.**



4. **Press the book card down until it snaps into place.**

➤ Removing Book Cards

Warning: When you remove a book card to install another, information that you entered in the removed book card will be erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you can select which book you want to use. Note: The built-in book will be automatically selected when no book cards are installed.

1. **Press ON/OFF to turn your BOOKMAN on.**
2. **Press CARD.**

These are sample books.

3. **Press ⇨ or ⇦ to highlight the book you want to use.**

4. **Press ENTER to select it.**

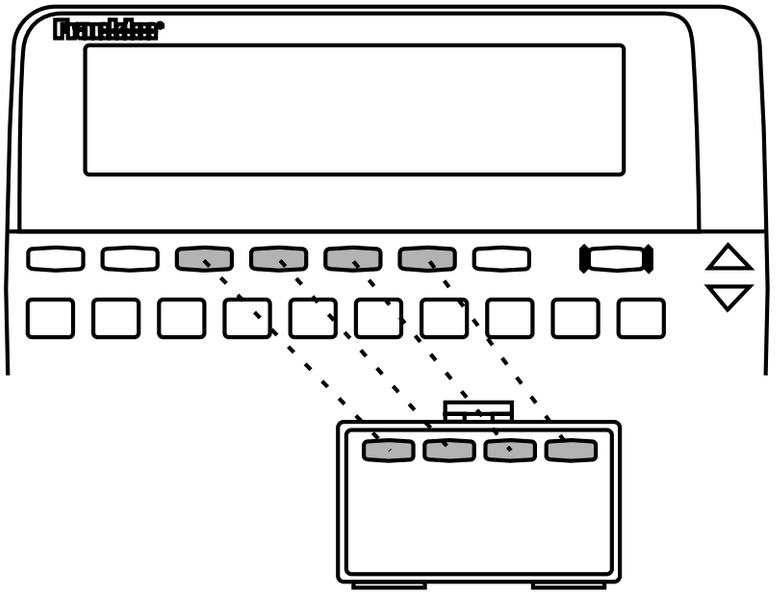
➤ About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on the screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Color Keys

The red, green, yellow, and blue keys on the top row of your BOOKMAN change functions according to which book you have selected and are using.

If you have selected the built-in book, the color keys function as labeled on the keyboard. If you have selected a book in a book card, the color keys function as labeled on that book card.



Remember, when you have selected a book card, the color keys function as labeled on that book card, not as on the keyboard.

Changing the Settings

You can adjust the shutoff time and screen contrast of this book. The shutoff time is how long your BOOKMAN stays on if you forget to turn it off. Contrast refers to how light or dark the screen is.

1. **Press CLEAR.**
2. **Use ⇦ or ⇨ to highlight the Setup menu.**
3. **Press ⇩ to highlight *Set Shutoff* or *Set Contrast*.**

4. **Press ENTER.**
5. **Use ⇧ or ⇩ to highlight a setting.**

   If you select *Set Contrast*, press ⇧ or ⇩ repeatedly to make the screen darker or lighter.

   To leave the settings unchanged, press BACK.
6. **Press ENTER to select it.**

Viewing a Demonstration

Before you start using your new BOOKMAN, you may want to see a brief demonstration of what it can do.

When a book card is installed in your BOOKMAN, simply select *View Demo* from the Setup menu to view the demo.

When no book card is installed in your BOOKMAN, the demonstration will automatically appear after you turn the unit on. To stop the demonstration, press CLEAR. To disable it, press MENU and then select *Disable Demo* from the Setup menu. To re-enable it, select *Enable Demo* from the Setup menu.

➤ Help is Always at Hand

You can view a help message at virtually any time by pressing HELP. Press ⇩ or DN to read the help. Press BACK to exit the message.

To read about how to use the keys, select *Tutorial* from the Setup menu.

Using the Introduction

To get started, you can learn about the main features of *Speak English!* by reading its Introduction. Here's how.

1. Press CLEAR.

Introduction is already highlighted.

2. Press ENTER.

To stop the moving picture, press any key.

3. After watching the moving picture, use ⇩ to read the text.

Follow the directions to learn how to hear the prerecorded voice, record your own voice, hear both voices, and see the phonetic analysis of words.

4. At the end of the introduction, hold ☆ and press DN to begin the lessons.

To learn more about the lessons, read "Using the Lessons."

Hearing Correct Pronunciations

To hear the correct pronunciation of highlighted words on the Word List and in the lessons and games, all you have to do is press the HEAR key. Try the following example.

Note: In order to hear the word, you must be wearing headphones. You can control the volume with the dial located near the headphone jack.

1. Press CLEAR.

2. Press ⇨ to highlight the Word List.

3. Start typing a word until it is highlighted. For example, type *wrought*.

Or press ⇩ or ⇧ repeatedly to highlight a word.

4. Press HEAR (red) or ENTER to hear the correct pronunciation of the highlighted word.

To hear the word again, press HEAR or ENTER again.

Hearing Correct Pronunciations

➤ About the Word List

The words on the Word List are representative of the different vowel and consonant sounds used in English.

➤ Follow the Arrows

The flashing arrows on the right side of the screen tell you which keys to press to see more.

➤ Resuming Where You Left Off

You can turn off your BOOKMAN at any time. When you turn your BOOKMAN on again, the screen that you last viewed appears.

Recording and Hearing Your Voice

Perfecting your pronunciation of English words takes practice. With your *Speak English!*, you can record your own voice and then play it back to hear your progress. You can record for up to 16 seconds. Here's how.

1. **Press SPACE to begin recording.**

   The electronic tone tells you that *Speak English!* is recording.

2. **Speak clearly into the microphone.**

   The microphone is located to the left of the glass screen display.

3. **Press SPACE again to stop recording.**

   The electronic tone tells you that *Speak English!* has stopped recording.

   Note: After 16 seconds of recording, the electronic tone sounds to tell you that *Speak English!* has stopped recording.

4. **Press SELF (green) to hear your voice.**

5. **Press CLEAR when you are finished.**

Comparing Pronunciations

For comparison, you can hear your pronunciation of a word followed by its correct pronunciation. It is as simple as pressing a key.

1. **Highlight a word on the Word List or find a highlighted word in a lesson. For example, highlight *child*.**

2. **Press HEAR to hear the word's correct pronunciation.**
3. **Record yourself saying the word.**

   To learn how, read "Recording and Hearing Your Voice."
4. **Press BOTH (yellow) to hear both voices.**
5. **Press CLEAR when you are finished.**

Showing Pronunciations

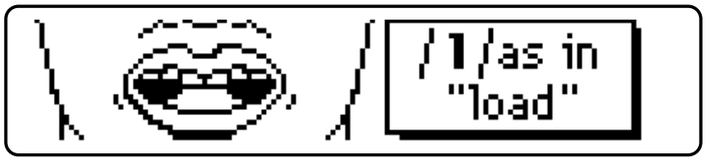
You can see both the phonetic spelling of a highlighted word and a picture showing how the sounds of that highlighted word are made. Here's how.

1. **Highlight a word on the Word List. For example, highlight *flower*.**
2. **Press SHOW (blue).**

   The sounds of the highlighted word are shown as symbols of the International Phonetic Alphabet.
3. **Press HEAR (red) to hear an example word that contains the highlighted phonetic sound.**
4. **Press ⇨ to highlight the next sound in the main word.**

5. **Press ENTER and use ⇩ to read how to make the highlighted sound.**

6. When PICTURE is on the screen, press ENTER to see a moving picture.



To stop the moving picture, press any key.

7. To see the picture move again, press ENTER again.

8. Press BACK to go back to the text and use ⇩ to continue reading.

You are shown a list of words that use the highlighted sound.

9. Use HEAR, SELF, BOTH, and SHOW to practice your pronunciation.

10. Press ⇩ or DN until you see CONTRAST.

11. Press ENTER and use ⇩ to read a lesson about contrasting similar sounds.

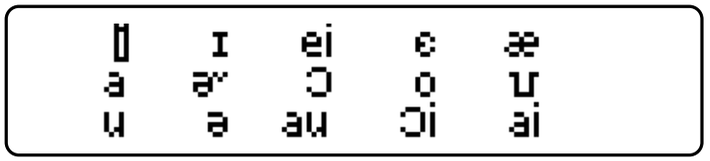
12. Press BACK twice to go back to the original phonetic analysis.

13. Press CLEAR when finished.

➤ Understanding the International Phonetic Alphabet

The International Phonetic Alphabet (IPA) provides unique symbols for each speech sound.

To see the phonetic symbol tables of vowels and consonants, first select *Sounds of English* from the Outline menu and then select *Vowel Sounds* or *Consonant Sounds.* Then select *Vowel Sounds Table* or *Consonant Sounds Table* from the submenu and press ENTER to see the table.



To highlight a sound, use the arrow keys. Press HEAR to hear an example word containing that sound.

Hearing Spellings

Here's how to hear words spelled aloud.

1. **Press** (CLEAR).
2. **Hold** (☆) **and press** (S).

This is the word-entry screen.

3. **Type a word.**

As you type letters, the prerecorded voice pronounces them.

To erase a letter, press (BACK).

To type numbers, hold (☆) and press the numbered keys.

4. **Press** (ENTER) **after you are finished typing to hear the letters pronounced in sequence.**
5. **Press** (CLEAR) **when you are finished.**

➤ Another Way to Hear Spellings

To read the lesson about spelling words aloud, first highlight *Let's Talk!* from the Outline menu and press (ENTER) to select it. Then select *Spelling Words Out* and use ⇩ or (DN) to read the text. When you get to the end of the text, press (ENTER) for the exercise.

Listen to the prerecorded question and type your answer. As you type, the prerecorded voice pronounces the letter or number. Press (ENTER) when you are finished typing to hear the letters pronounced in sequence.

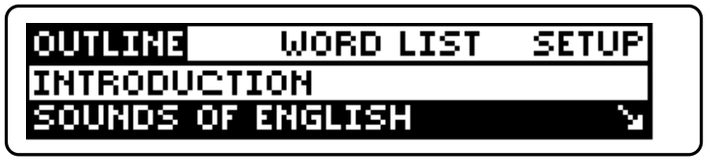
To hear another question, press (DN). To hear a previous question, press (UP).

Using the Lessons

You can work on perfecting your English pronunciation by using the lessons in *Speak English!* The lessons are located on the Outline menu. Be sure to read the screen directions in each lesson for guidance. Remember, if you are having trouble, press the HELP key for more instructions.

1. Press CLEAR.

2. Press ⇩ to highlight a lesson category. For example, highlight *Sounds of English*.



3. Press ENTER.

The slanted arrow indicates a submenu.

4. Use ⇩ to highlight a lesson topic and press ENTER to select it. For example, select *Consonant Sounds.*

5. Use ⇩ to highlight a lesson and press ENTER. For example, select */p/ as in "pat."*

6. Use ⇩ or DN to read the text.

Follow the screen directions to complete the exercises.

7. At the end of the lesson, hold ☆ and press DN to go to the next lesson.

Or press MENU to select another lesson.

➤ About the Lessons

There are four categories of lessons:

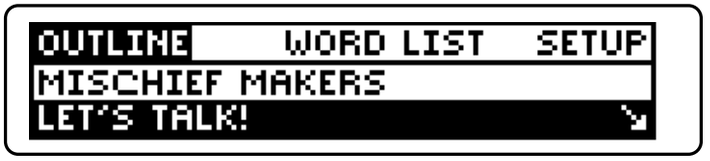
- *Sounds of English* teaches you how to make vowel and consonant sounds.
- *Stress and Rhythm* instructs you about pronouncing accented syllables.
- *Mischief Makers* teaches you about how to pronounce words with difficult letter clusters and silent letters.
- *Let's Talk!* instructs you about pronouncing words and phrases that are likely to appear in everyday conversations.

Playing the Games

You can play three fun games that test your mastery of English pronunciations. Here's how to play.

▶ Selecting a Game

1. **Press CLEAR.**
2. **Press ⇩ to highlight *Let's Talk!* from the Outline menu.**



3. **Press ENTER.**
4. **Press ⇩ to highlight *Games.***

5. **Press ENTER.**
6. **Press ⇩ to highlight a game and press ENTER to select it.**
7. **Press ⇩ to read its directions.**

▶ Playing *Hear It Right*

In *Hear It Right*, the prerecorded voice speaks a word and you are challenged to guess what word is being said.

Press HEAR to hear the word again as many times as you like. When you think you know what word is being said, press ENTER to see if you are correct. To hear a new word, press DN. To hear the previous word, press UP.

▶ Playing *Say It Right*

In *Say It Right*, you will be asked to record a word chosen at random. To record a word, first press SPACE, and then say the word clearly. Press SPACE again to stop recording. After you have recorded yourself saying the word on the screen, press ENTER to compare your pronunciation with the correct one. To play with a new word, press DN. To play with the previous word, press UP.

▶ Playing *Name That Picture*

In *Name That Picture*, you are shown a picture of a part of the body. Record yourself saying the word and then press BOTH to compare your answer with the correct answer. To see the next picture, press DN. To see a previous picture, press UP.

Sending Words Between Books

This BOOKMAN book can send words to certain other BOOKMAN books.

To send a word, you must first install a book card in your BOOKMAN, and that book card must be able to receive words. To learn if a book card can send or receive words, read its User's Guide.

Note: *Speak English!* can only receive International Phonetic Alphabet symbols from other BOOKMAN books.

1. Highlight a word in this book.

You can highlight a word on the Word List or use a highlighted word in the text.

2. Hold ☆ and press CARD.

3. Highlight another book.

4. Press ENTER.

The word that you highlighted appears in the other book.

5. Press ENTER to look up the word, if needed.

Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press CLEAR and then press ON/OFF twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book, and in an installed book card.

1. Hold CLEAR and press ON/OFF.

If nothing happens, try Step 2.

2. Use a paper clip to *gently* press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole near BOOKMAN's ON/OFF key.

➤ Troubleshooting BOOKMAN

- Make sure your book card, if any, is installed correctly.
- Check that the book card's metal contacts are dirt- and dust-free.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, ON/OFF, or by removing/replacing batteries.

Limited Warranty (U.S. only)

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016-4907, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

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Specifications

Model: ESL-580

- size: 12 x 8.3 x 1.4 cm
- weight: 4 oz

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FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. Patents: 4,490,811; 4,830,618; 4,891,775; 4,982,181; 5,007,019; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,229,936; 5,249,965; 5,295,070; 5,321,609; 5,333,313; 5,396,606.

European Patent 0 136 379.

Deutsche Patents: M 9409743.7 and M 9409744.5.

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